

## REMARKS

Applicant respectfully requests reconsideration and allowance of the subject application. Claims 1, 3, 5-8, 10-12, 32 and 41 are amended. Claims 1-18 and 21-51 are pending in this application.

### 35 U.S.C. § 102

Claims 1-18 and 21-51 stand rejected under 35 U.S.C. §102(b) as being unpatentable over U.S. Patent No. 5,978,920 to Sang-Jin Lee (hereinafter "Lee").

Applicant respectfully submits that claims 1-18 and 21-51 are not anticipated by Lee.

The Lee reference discloses:

A computer system having a function of interrupting lewd/violent programs which includes a read-only-memory for storing an initialization program and a security grade setup program; a non-volatile memory device for storing a security grade which is a program classification code selected by a user for designating an unacceptable program content contained in an application program, and a password for identifying the user when changing the security grade; and a controller for controlling execution of an application program according to the security grade of the application program and the security grade stored in the non-volatile memory device during initialization, and for controlling the changing of the security grade stored in the non-volatile memory device during the security grade setup, when the user inputs a password that corresponds to the password stored in the non-volatile memory device. As a result, the computer system is able to limit access to application programs that contain unacceptable levels of graphic sex, violence, and strong language. (Emphasis Added)  
See Abstract.

Additionally, the Lee reference states "it is therefore an object of the present invention to provide a computer system capable of limiting access to undesirable

computer programs such as pornographic programs or extremely violent computer games.” Col. 2, lines 26-29. Further, Lee states “It is also an object to provide a computer system and process of interrupting execution of a computer program according to a set security grade by a user ....” Col. 2, lines 30-32.

Thus, Lee focuses on controlling execution of an application program. Although Lee makes a brief reference to the possibility of a computer system serving as a television receiver (Col. 7, lines 26-30), Lee fails to disclose or suggest multiple parental control settings associated with different media types.

Claim 1, as amended, recites “... a memory to store a plurality of parental control settings, wherein the plurality of parental control settings are associated with different media types ....” The Lee reference fails to disclose or suggest the cited language from claim 1. Accordingly, Lee fails to disclose or suggest the elements of claim 1.

Thus, for at least these reasons, Applicant respectfully submits that claim 1 is allowable over Lee.

Given that claims 2-12 depend from amended claim 1, Applicant respectfully submits that claims 2-12 are likewise allowable over Lee for at least the reasons discussed above.

Claim 13 recites “... identifying a parental control setting stored in the game console for the media type of the identified content ....” As discussed above, Lee fails to disclose or suggest multiple parental control settings associated with different media types. Thus, for at least the reasons discussed above, Applicant respectfully submits that claim 13 is allowable over Lee.

Given that claims 14-18 and 21-22 depend from claim 13, Applicant respectfully submits that claims 14-18 and 21-22 are likewise allowable over Lee for at least the reasons discussed above.

Claim 23 recites "... identifying a parental control setting stored in non-removable memory of the game console and associated with the media type of content to be accessed by the game console ...." As discussed above, Lee fails to disclose or suggest multiple parental control settings associated with different media types. Thus, for at least the reasons discussed above, Applicant respectfully submits that claim 23 is allowable over the Lee reference.

Given that claims 24-28 depend from claim 23, Applicant respectfully submits that claims 24-28 are likewise allowable over Lee for at least the reasons discussed above.

Independent claims 29, 32, 35, 38 and 47 contain limitations similar to those discussed above with respect to claims 1, 13 and 23. Accordingly, for at least the reasons discussed above, Applicant respectfully submits that claims 29, 32, 35, 38 and 47 are allowable over Lee.

Given that claims 30-31 depend from claim 29, claims 33-34 depend from claim 32, claims 36-37 depend from claim 35, claims 39-46 depend from claim 38, and claims 48-51 depend from claim 47, Applicant respectfully submits that claims 30-31, 33-34, 36-37, 39-46, and 48-51 are likewise allowable over Lee for at least the reasons discussed above.

Applicant respectfully requests that the §102 rejections be withdrawn.

**Conclusion**

Claims 1-18 and 21-51 are in condition for allowance. Applicant respectfully requests reconsideration and issuance of the subject application. Should any matter in this case remain unresolved, the undersigned attorney respectfully requests a telephone conference with the Examiner to resolve any such outstanding matter.

Respectfully Submitted,

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## **Version of Claims with Markings to Show Changes Made**

1. (Twice Amended) A game console, comprising:
  - a memory to store [for storing] a plurality of parental [restriction] control [setting] settings, wherein the plurality of parental control settings are associated with [for each of a plurality of] different [kinds of] media types;
  - [a processor;]
  - a media reader to read [for reading] content from [of each of] the different [plurality of kinds of] media types [and for reading a corresponding rating for each said media type of the content]; and
  - a processor coupled to the memory and the media reader, wherein the processor allows performance of the content read by the media reader if the parental control setting corresponding to the media type of the content being read is satisfied.

[a console application stored in the memory, wherein when the console application is executed by the processor:

- if the parental restriction control setting corresponding to the media type of the content being read is satisfied, then the console application renders a performance of the content read by the media reader.]

3. (Once Amended) A game console as recited in claim 1 wherein one of the plurality of [the] parental control settings is associated with a rating system used in a country for which the game console is configured.

5. (Once Amended) A game console as recited in claim 1 wherein one of the plurality of [the] parental control settings is associated with game content.

6. (Once Amended) A game console as recited in claim 1 wherein one of the plurality of [the] parental control settings is associated with audio content.

7. (Once Amended) A game console as recited in claim 1 wherein one of the plurality of [the] parental control settings is associated with video content.

8. (Once Amended) A game console as recited in claim 1 wherein one of the plurality of [the] parental control settings is associated with online content.

10. (Once Amended) A game console as recited in claim 1 wherein [the] a console application executable on the processor presents a user interface that allows entry of at least one parental control setting.

11. (Once Amended) A game console as recited in claim 1 wherein [the] a console application executable on the processor presents a user interface that allows entry of a game content parental control setting, an audio content parental control setting, a video content parental control setting, and an online content parental control setting.

12. (Once Amended) A game console as recited in claim 1 wherein [the] a console application executable on the processor presents a user interface that allows entry of a password associated with at least one parental control setting.

32. (Twice Amended) A user interface for a game console, comprising:  
a range indicator that identifies a range of content restriction levels that may be [played] used by the game console for a variety of different media types;  
and  
a control movable relative to the range indicator to select a particular content restriction level corresponding to each said media type.

41. (Once Amended) The game console as defined in Claim 38, wherein the memory is [kept in] a non-removable memory device.